```cpp
        for (unsigned int x = 1; x < _layers.size(); ++x) {
            for (unsigned int y = 0; y < _layers[x].size(); ++y) {
                /*calculateNode(x, y)*/ {
                    NetworkWeightType total1 = 0, total2 = 0, total3 = 0, total4 = 0;
                    unsigned int previousLayerSize = _layers[x - 1].size();

                    for (unsigned int i = 0; i < previousLayerSize; i+=4) {
                        total1 += _weights[x][y*previousLayerSize + i] * _layers[x - 1][i];
                        total2 += _weights[x][y*previousLayerSize + i + 1] * _layers[x - 1][i + 1];
                        total3 += _weights[x][y*previousLayerSize + i + 2] * _layers[x - 1][i + 2];
                        total4 += _weights[x][y*previousLayerSize + i + 3] * _layers[x - 1][i + 3];
                    }

                    auto total = total1 + total2 + total3 + total4;

                    _layers[x][y] = (!testing) ? total / (1 + abs(total)) : total;
                }
            }
        }
    }
    return _layers[_layers.size() - 1][0] /*boardEvaluationOutput()*/;
```